

FIG. 3

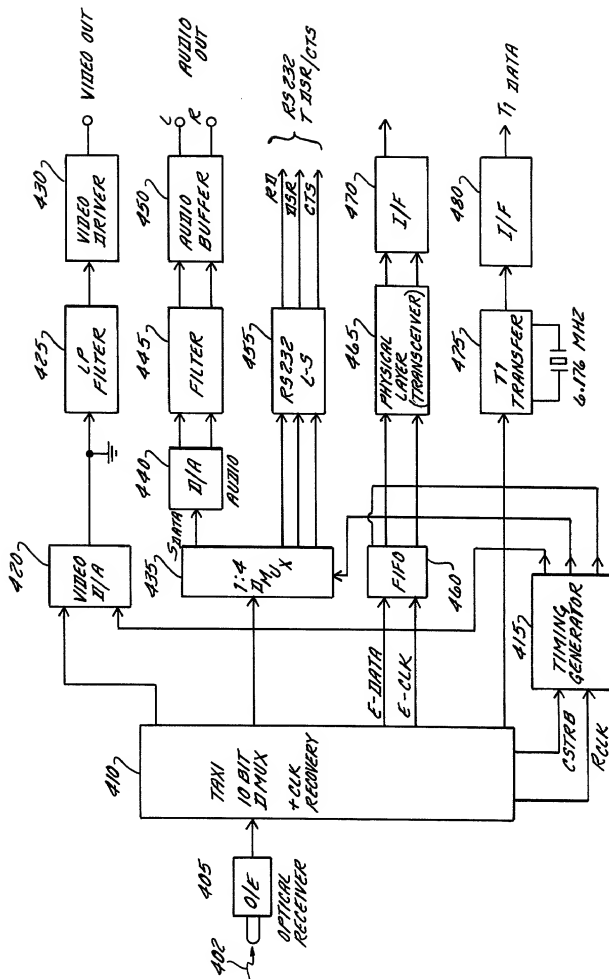


FIG. 4

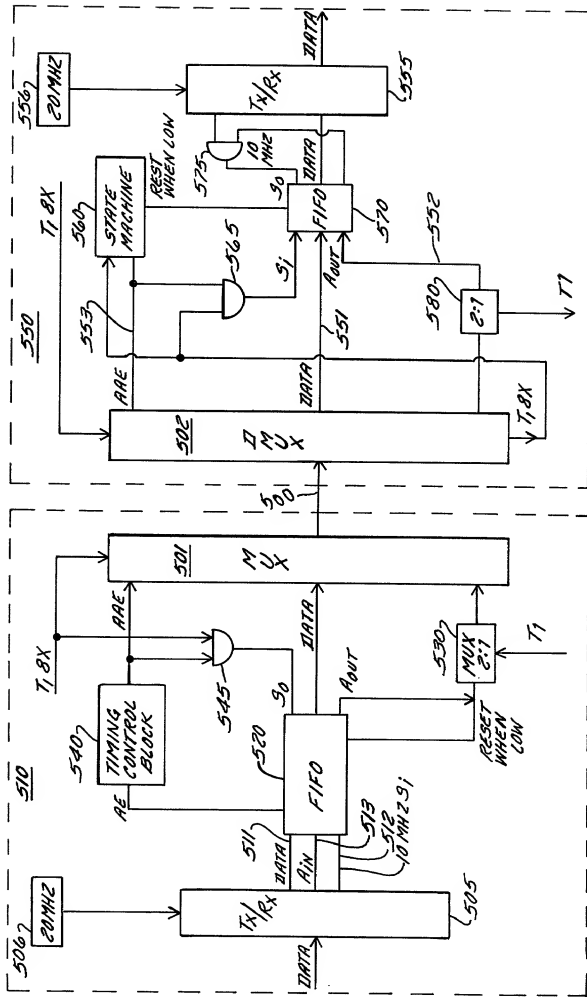


FIG. 5

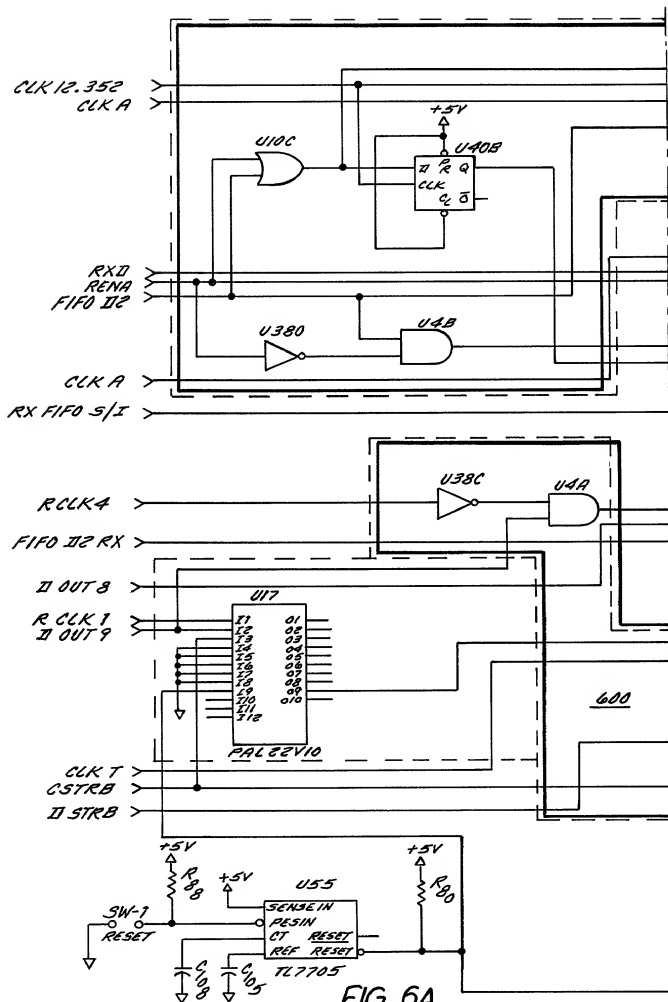


FIG. 6A

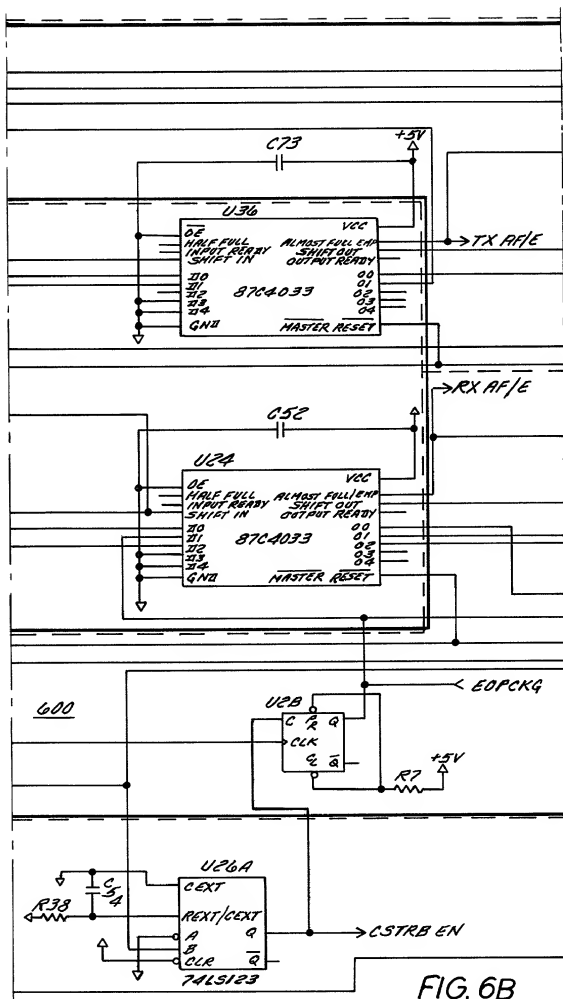


FIG. 6B

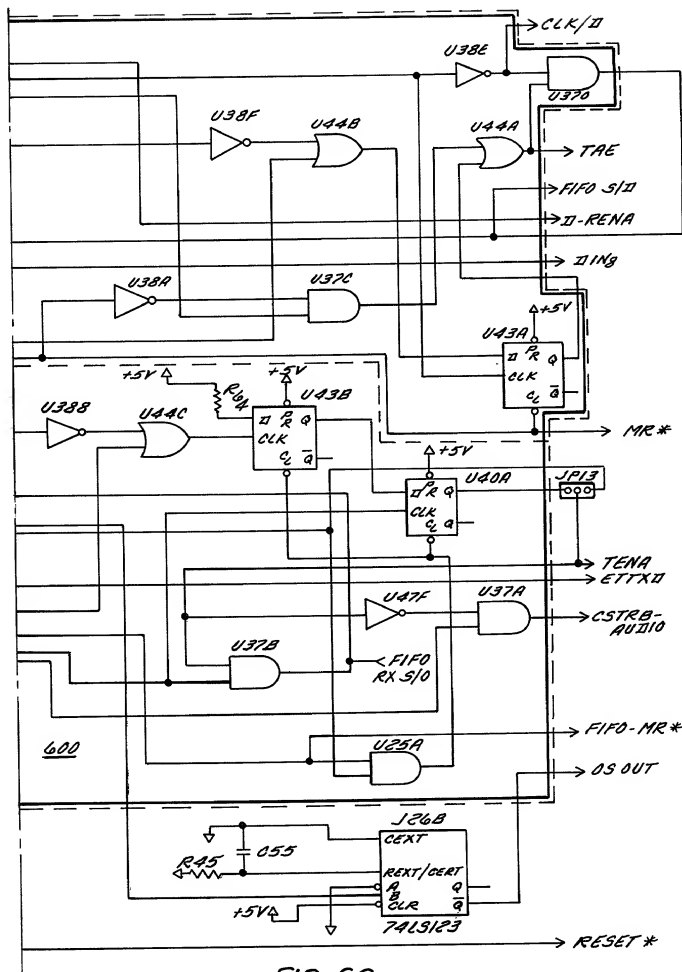


FIG. 6C

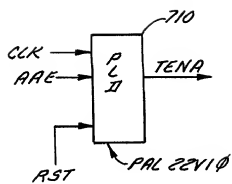


FIG. 7A

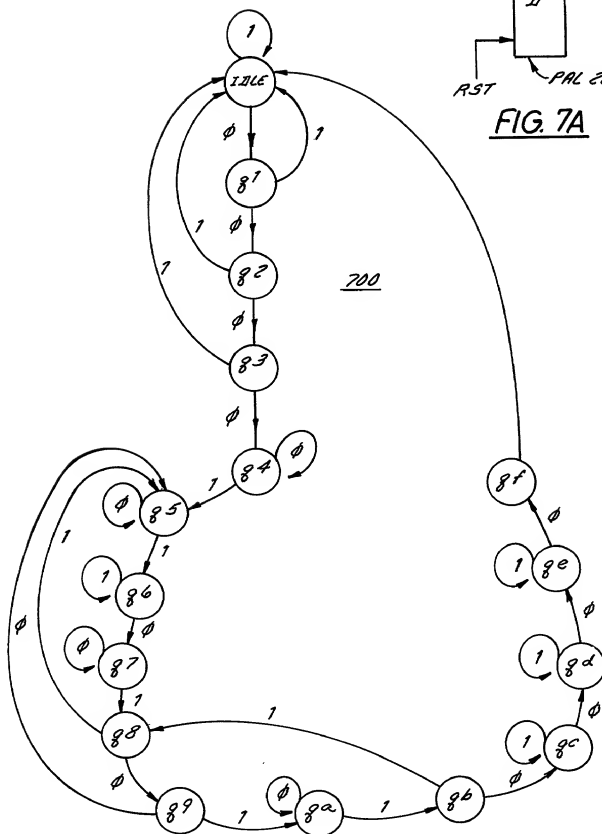


FIG. 7B

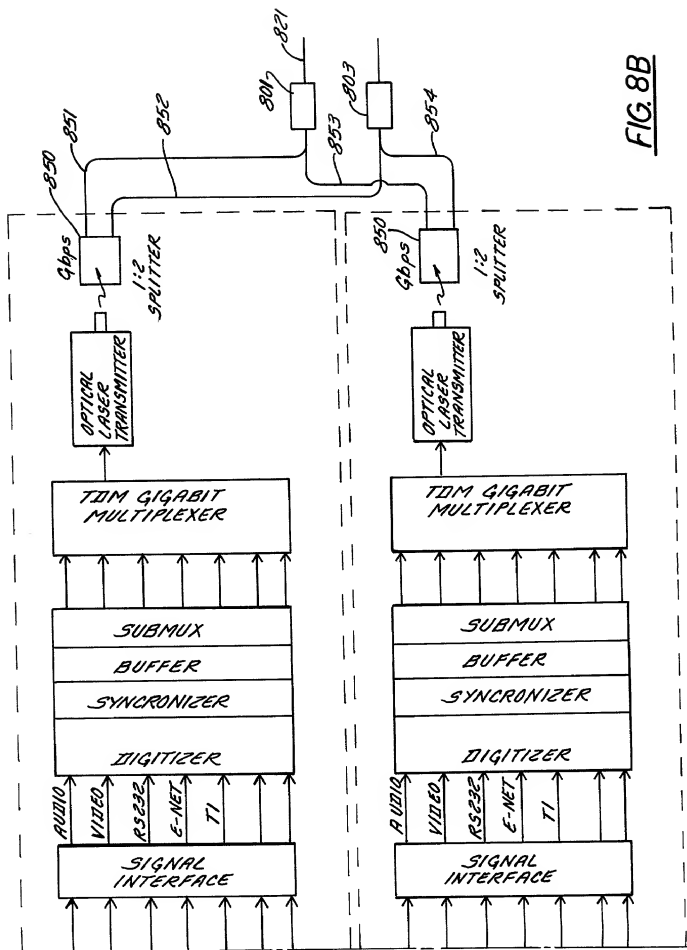
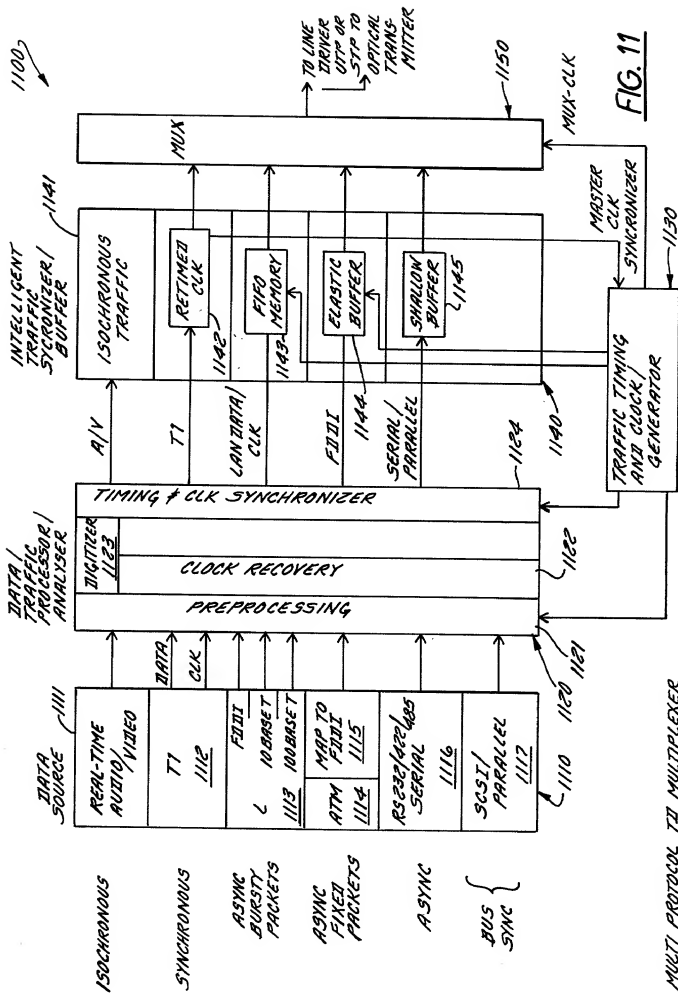


FIG. 8B



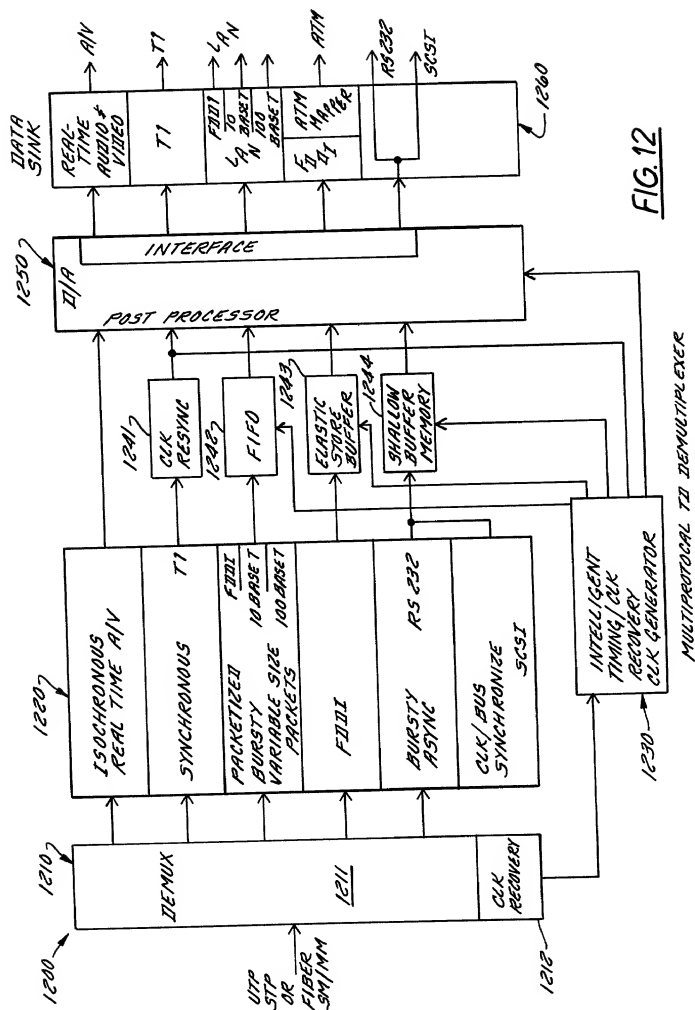


FIG. 12

DATA TYPE	MULTIPLEXER/ DEMULTIPLEXER INTERFACE REQUIREMENT	DATA RATE	TIMING SENSITIVITY
AUDIO/ VIDEO MULTIMEDIA	<ul style="list-style-type: none"> CONTINUOUS SAMPLING LOCK MATCHING MINIMUM BUFFERING 	VARIABLE BIT RATE IN COMPRESSED MODE UNCOMPRESSED DEPENDS ON RESOLUTION & SAMPLING RATE	AUDIO/ VIDEO SYNCHRON- IZATION
<u>RS232/422/485</u> SERIAL ASYNCHRONOUS <u>SCSI</u> PARALLEL BUS SYNCHRONIZED	CAN USE BUFFER OR LOW SPEEDS USE OVERSAMPLING REQUIRE FIFO MEMORY	VARIABLE 10Kb/s \rightarrow 10Mb/s VARIABLE \rightarrow 40 MBYTE/s	BAUD RATES NEED MATCHING ----- INTERLOCKED HANDSHAKE BUS TIMING SYNCHRON- IZATION
TI	NEED DIRECT MATCHING OF TI CLK WITH MUX SYNCHRONIZATION OF MASTER CLOCK	1.544 Mb/s	CLOCK/RECOVERY VERY STRICT TIMING REQUIRE CLK 1.544 \pm 32 PPM
LAN	NEED CLOCK RECOVERY MINIMUM BUFFER AND STRICT DATA RATE MATCHING USING SHALLOW FIFO	100 Mb/s	CLOCK RECOVERY REQUIRED ELASTIC BUFFER
		10 Mb/s	CLOCK RECOVERY NEEDED
		100 Mb/s	CLOCK RECOVERY NEEDED
<u>WIDE AREA</u> <u>ST1/ST3</u> ATM	PRECISE NEED CLOCK RECOVERY AND DEFRAMING WITH TRANSFER TO PACKET	51.84/155.5 0C1/OC3 Mb/s	TIME/STAMP REQUIREMENT CLOCK CORRECTION

FIG. 13A

<u>DELAY/LATENCY SENSITIVITY</u>	<u>TRAFFIC TYPE</u>	<u>DATA STREAM</u>	<u>APPLICATIONS</u>	<u>REMARKS TYPE OF CHANNEL</u>
CONSTANT FOR MINIMUM JITTER	CONSTANT BIT RATE LAMINAR BIT STREAM		MULTIMEDIA TELECONFERENCING VIDEO CONFERENCING SECURITY	ISOSYNCHRONOUS
JITTER REQUIREMENT (NOT VERY TIGHT)	VARIABLE BIT RATE		COMPUTER TO COMPUTER / PERIPHERAL COMPUTER TO MEMORY	ASYNCHRONOUS BUS SYNCHRONOUS
MINIMUM JITTER REQUIREMENT FOR VOICE MIN. ACCEPTABLE LATENCY ~ 150 MS	CONSTANT BIT RATE		TELEPHONY WIDE AREA	SYNCHRONOUS
MAX. ELASTICITY FUNCTION OF NETWORK / TOKEN ROTATING TIMES	BURSTY ASYNCHRONOUS PACKETIZED		OPTICAL NETWORK IN BACKBONES	BURSTY PACKETIZED
COLLISION DOMAIN LIMITED	ASYNCHRONOUS		LAN	ASYNCHRONOUS
COLLISION DOMAIN LIMITED	ASYNCHRONOUS		LAN	ASYNCHRONOUS
VARIABLE LATENCY DEPENDENT ON TRAFFIC MIN. LATENCY AND JITTER REQUIREMENT FOR VOICE/TELEPHONE AND MULTIMEDIA TRAFFIC	VBR: VARIABLE BIT RATE CBR: CONSTANT BIT RATE ABR: AVAILABLE BIT RATE ASYNCHRONOUS TRANSFER MODE ASYNCHRONOUS		WIDE AREA NETWORK	CAN MAP ATM CELLS TO FDDI PACKETS AND THE TRANSFER SYNCHRONOUSLY

FIG. 13B

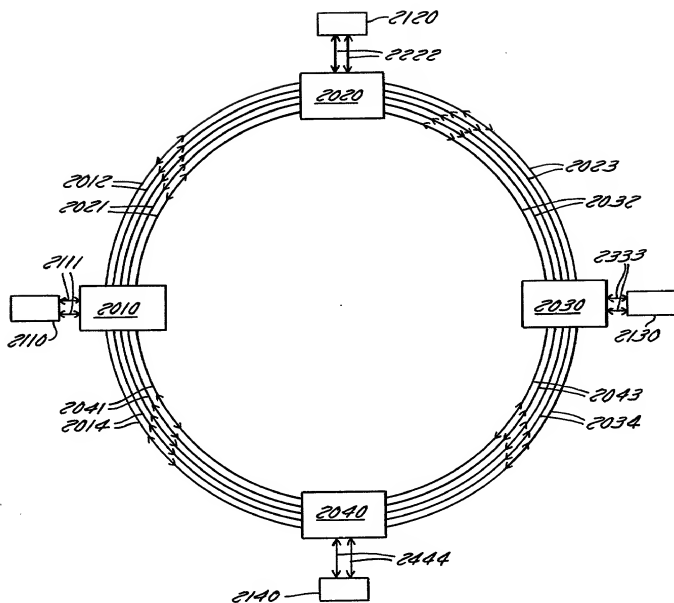


FIG. 14

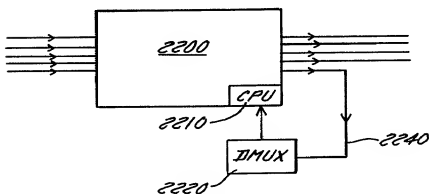


FIG. 15

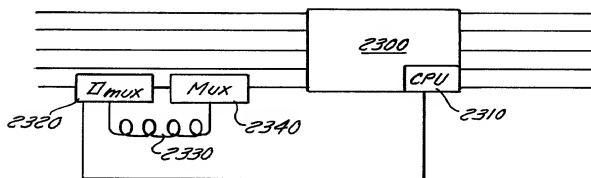


FIG. 16

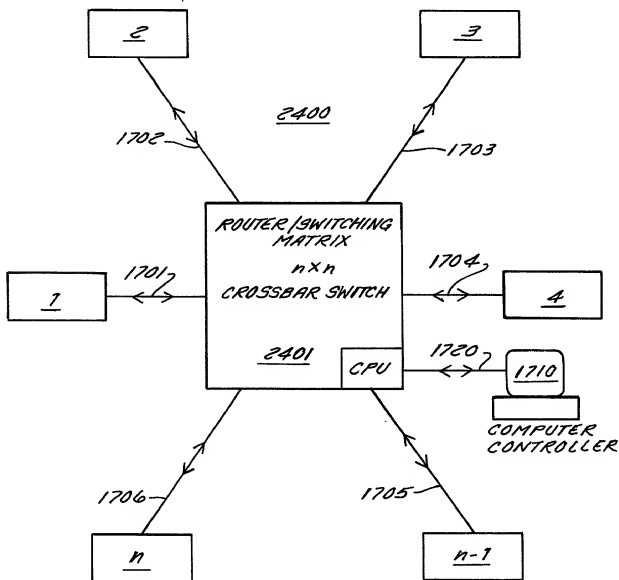


FIG. 17

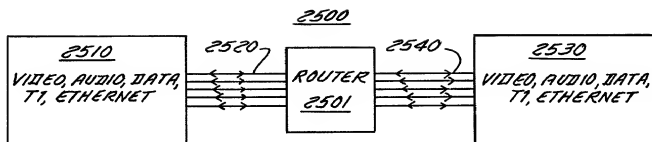


FIG. 18

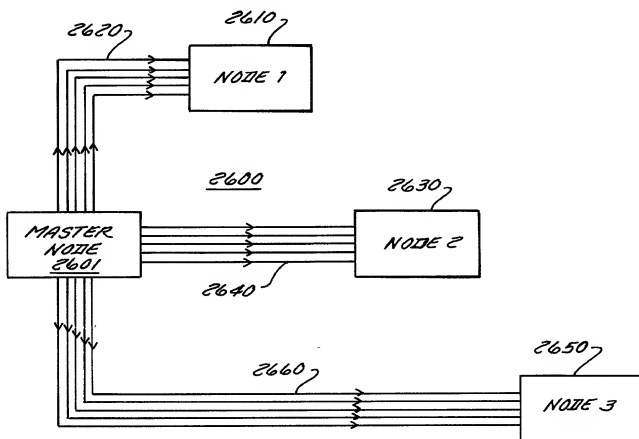


FIG. 19

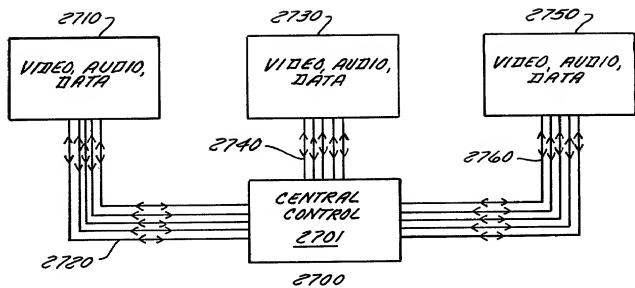


FIG. 20

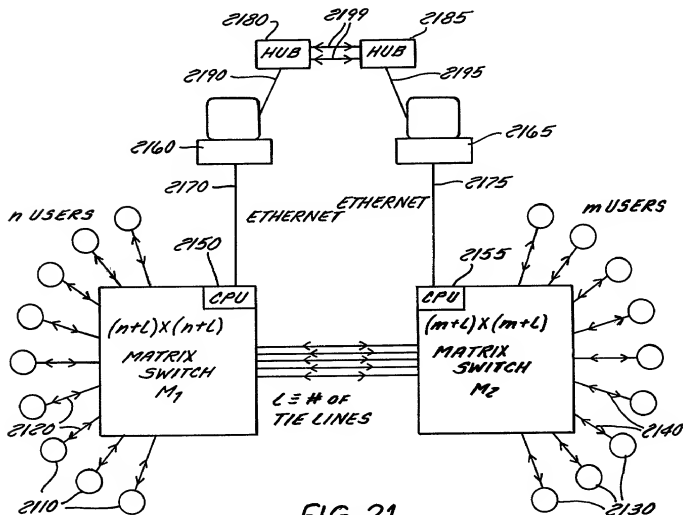
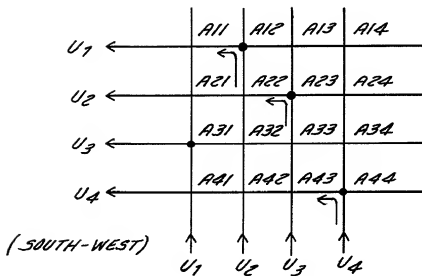
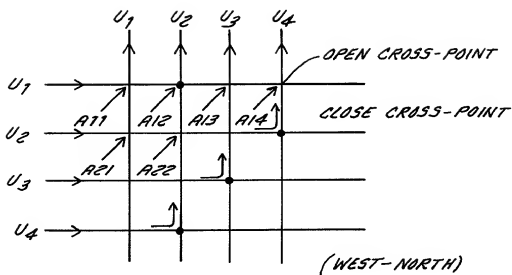
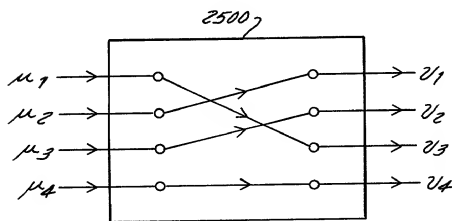
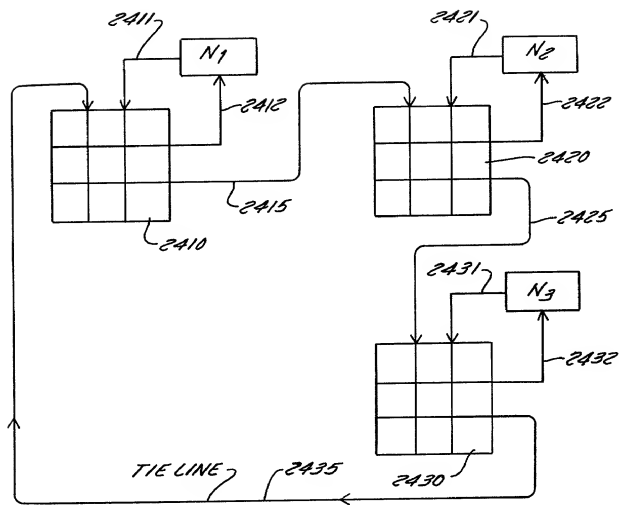


FIG. 21





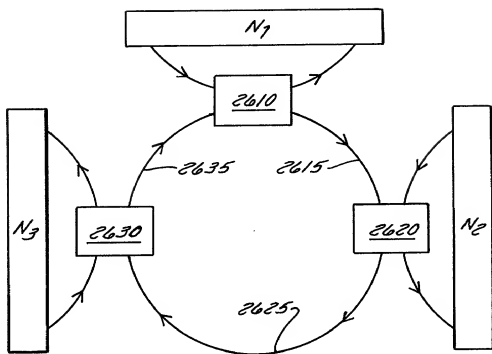


FIG. 26

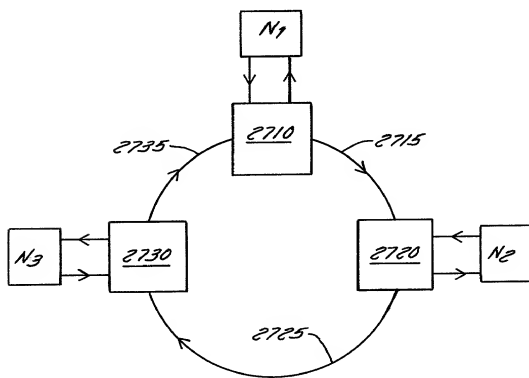


FIG. 27

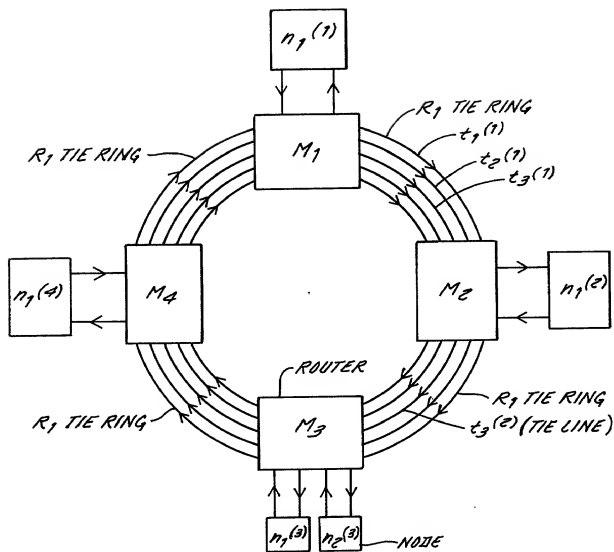
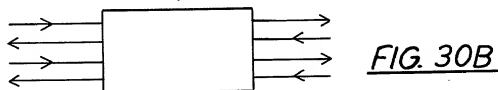
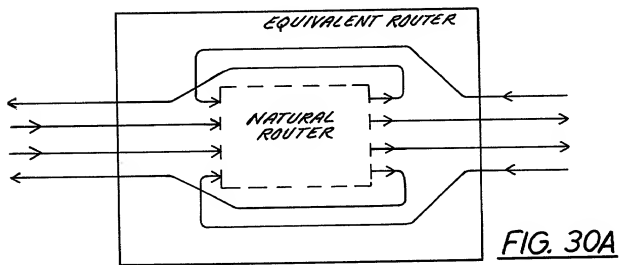
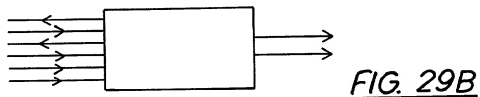
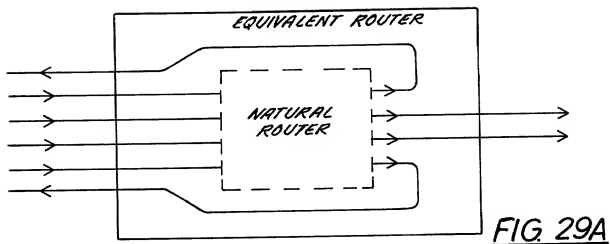


FIG. 28



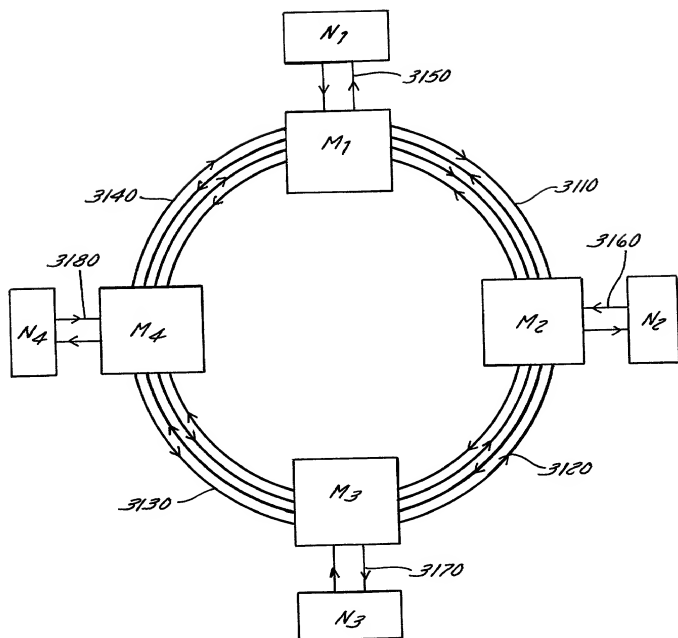
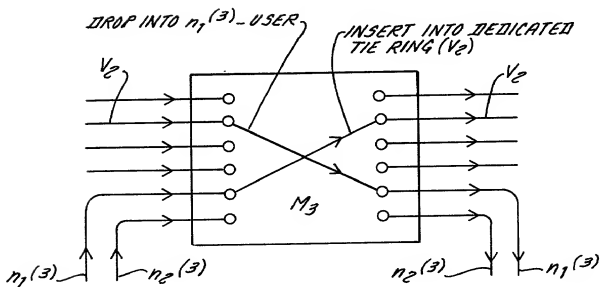
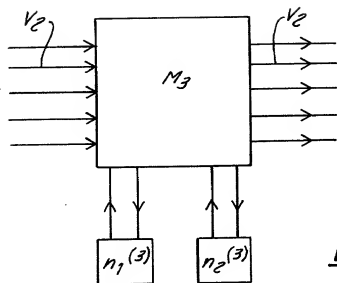


FIG. 31



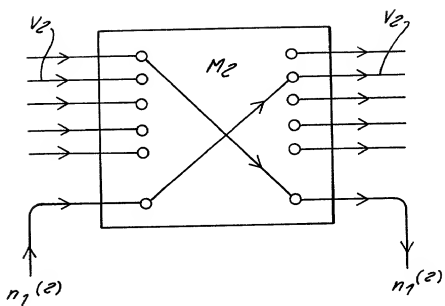


FIG. 32C

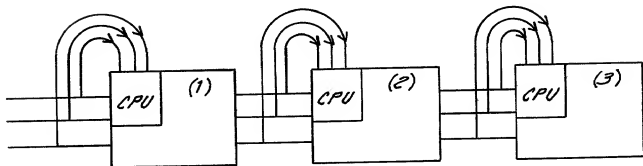


FIG. 32D

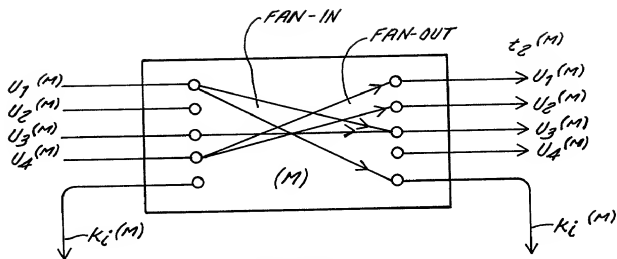


FIG. 33

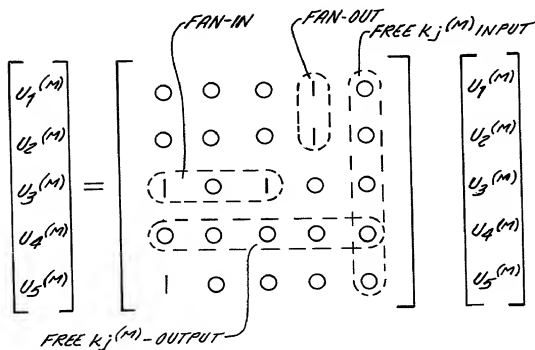


FIG. 34

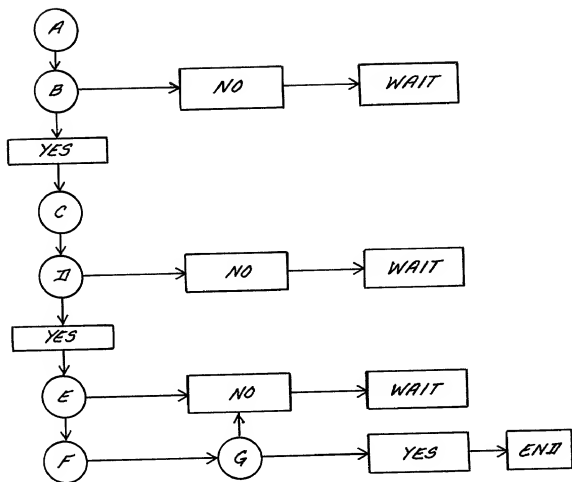


FIG. 35

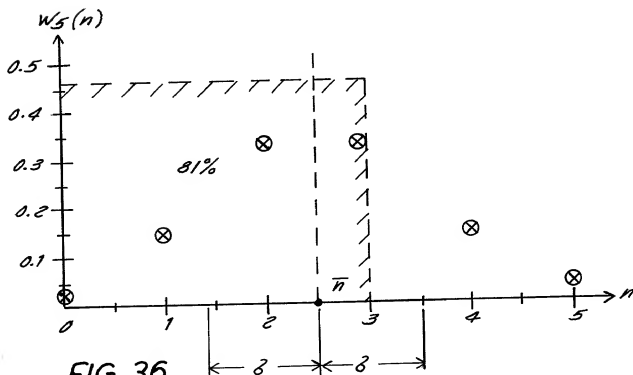


FIG. 36

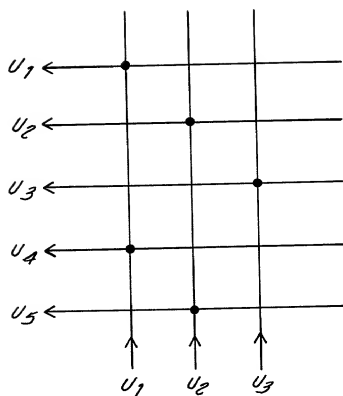


FIG. 37

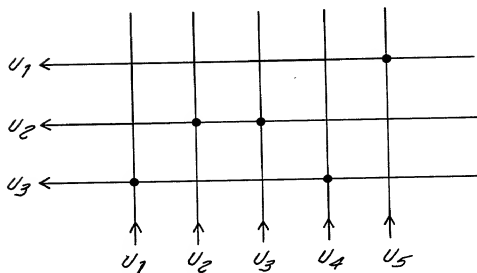


FIG. 38

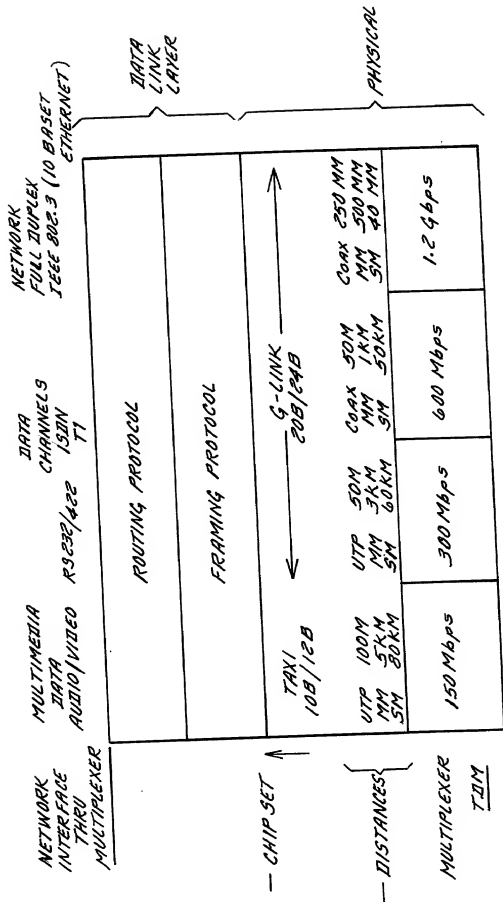


FIG. 39

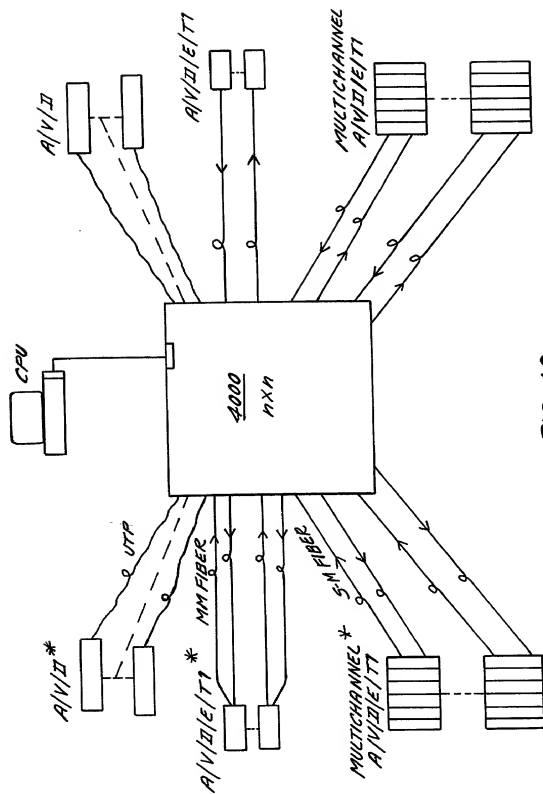


FIG. 40

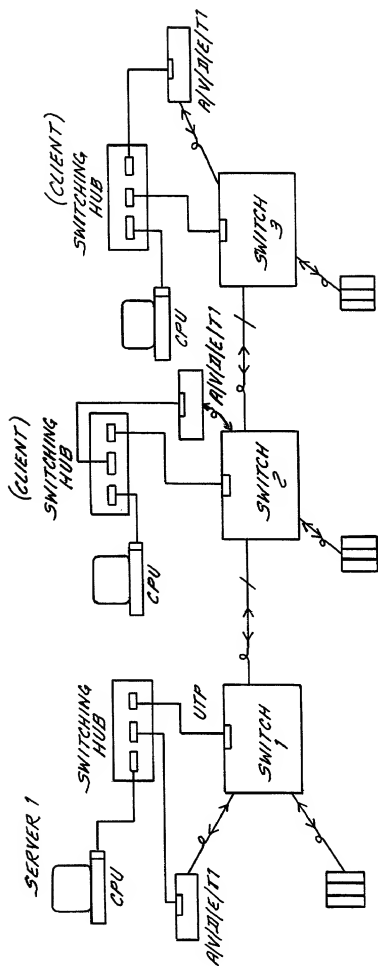
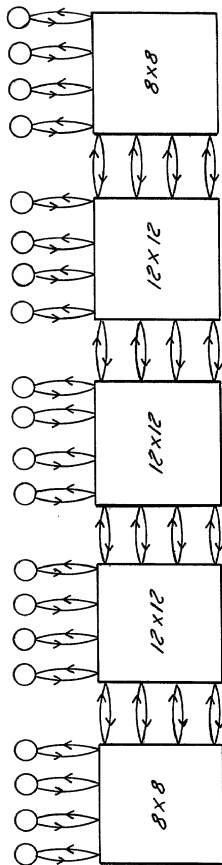
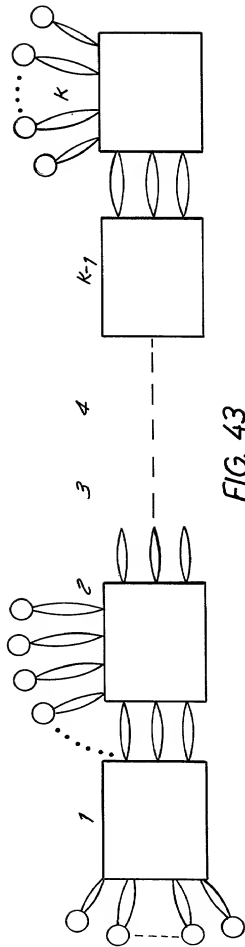


FIG. 42



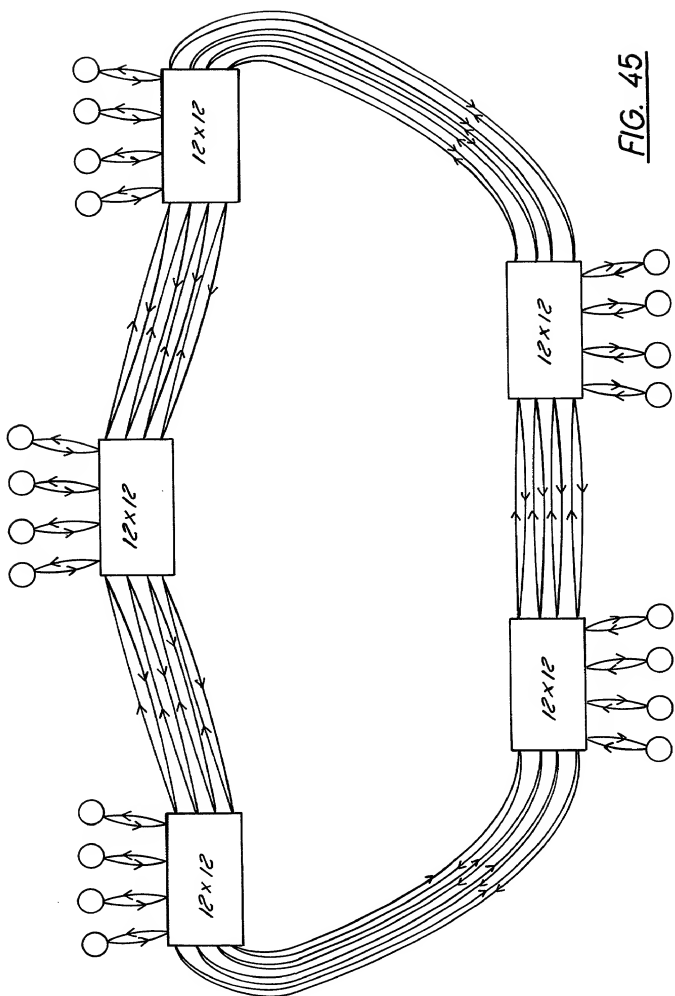


FIG. 45

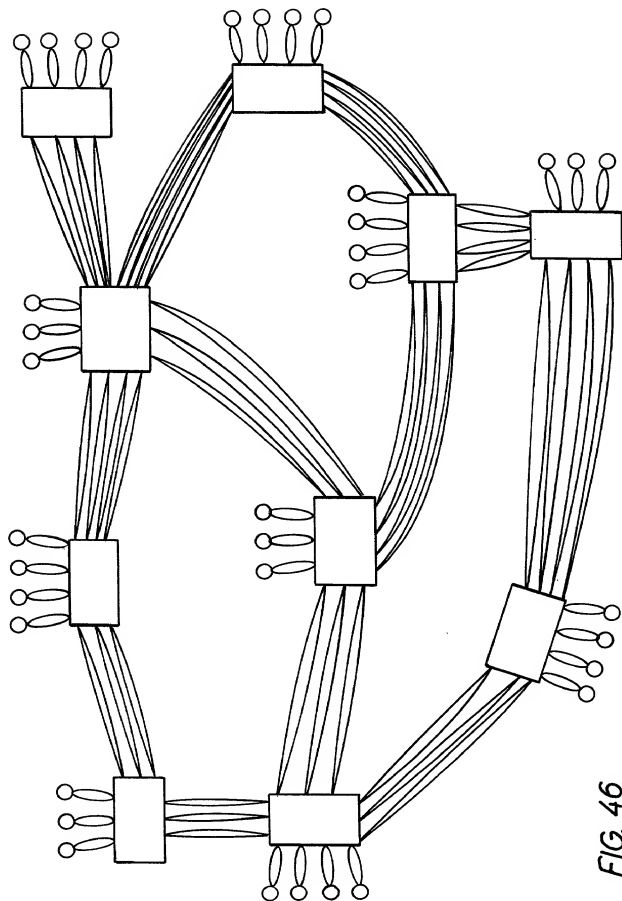


FIG. 46